



XBOX

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LIVE

ONLINE ENABLED



Phantom Dust™

TEEN



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ESRB

Microsoft
game studios



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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INTRODUCTION

Story

A mysterious dust enshrouded the world,
and humankind lost its memories.

Not a soul knows when, why, or how it all happened.

Their only memory is of the Ruins.

After humans abandoned the barren surface world, they retreated
underground and rebuilt society anew.

But soon they realized that their common memory of the Ruins might unlock
their past and solve the mystery of the desolated earth.

And so it was that the Visions, the lords of the land, ordered a search for the Ruins.

The individuals charged with this task were the Espers. They were humans who in
place of their lost memories had gained special powers. In addition to searching for
the Ruins, they were also responsible for fending off enemy attacks and rescuing humans
still wandering on the surface. For these reasons, they were also known as adventurers.

One day, the adventurers brought back two men with them from the surface world.

Phantom Dust

INTRODUCTION



Characters

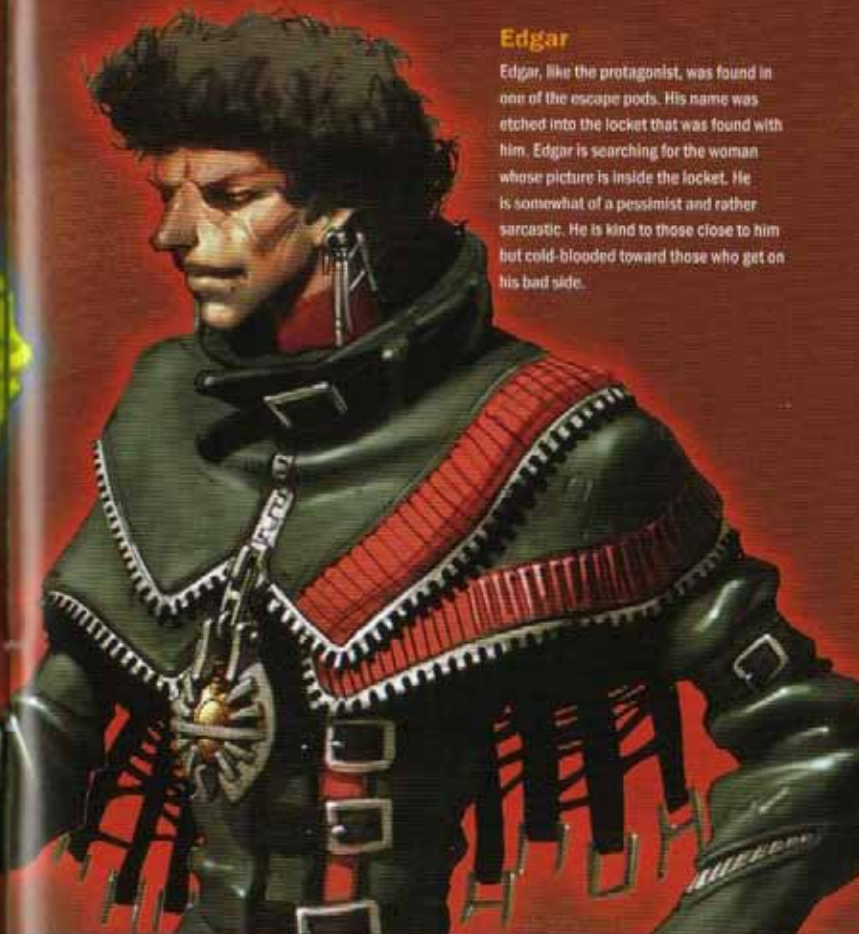
The Protagonist

The protagonist was found sleeping in one of two escape pods discovered in a crater. Recognizing his potential as an Esper, the Visions made him one of their adventurers. He has no memory and, thus, little is known about his true nature.



Edgar

Edgar, like the protagonist, was found in one of the escape pods. His name was etched into the locket that was found with him. Edgar is searching for the woman whose picture is inside the locket. He is somewhat of a pessimist and rather sarcastic. He is kind to those close to him but cold-blooded toward those who get on his bad side.



INTRODUCTION

SP Special Battle



Freia

Freia is the woman whose picture was inside the locket found with Edgar. Speculation is that she had a close relationship with Edgar, but the actual facts are shrouded in mystery.

Meister

A lead officer and instructor of the Visions, Meister is well respected by subordinates due to his extensive battle experience and empathy for others.



Spokesman

An officer of the Visions, Spokesman is always at Leader's side, as he is the sole human who can communicate with Leader and verbalize Leader's thoughts to others. It is not known, however, if he's actually relaying the truth.

Leader

Leader is in charge of the Visions who control the area. He barely moves on the podium. No one can hear his actual voice, but his statements are verbalized by Spokesman, who always stands by his side.



Ubiquitous

An officer of the Visions and in charge of the Lab, Ubiquitous is a very adept researcher who is constantly studying skills.

Tsubutaki

Tsubutaki is one of the adventurers. Not much is known about her since she lost her memory. Yet she is constantly overcome with guilt about some crime she committed in the past, even though she can't remember what it is.



Enemies



Ommato

The Ommato is characterized by its large eyeball shape. Whether or not it has the same physical attributes of a human eye is still unknown. It is prone to using medium-range Attack skills.

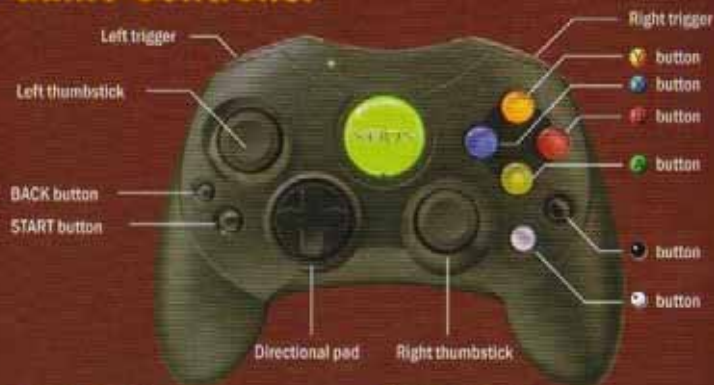


Anthro

The Anthro, with a human-like shape, can change the type of attack based on distance and is competent at using defensive skills. Despite these attributes, it is not highly intelligent.



Game Controller



Using the Menu

Left thumbstick	Select / Move cursor
A button	Confirm
B button	Cancel / Back

Underground

Left thumbstick	Move player
Right thumbstick	Move view (click thumbstick to reset)
A button	Confirm / Talk / Enter area
B button	Cancel / Back
START button	Open pause menu

Surface World

Left thumbstick	Move player (click thumbstick to jump)
Right thumbstick	Move view (click thumbstick to reset)
A / B / X / Y buttons	Capture skill / Press the button again to use that skill.
Right trigger	Lock on / Lock off
Left trigger	Change lock-on target
START button	Open pause menu
Directional pad	Show explanation of equipped skill (up, down, left, and right for Y, A, B, X respectively)
BACK button	Change equipped skill at start of battle (only once, before battle begins).
SL button	Switch name display On/Off for your partner and enemies that you are not locked onto.

Starting the Game



Load Player Data

Press the START button on the title screen to open the Load Player Data screen. Select existing player data, or select Create New Player to create a new player profile. Name the profile and begin the game. Press the B button with an existing profile selected to delete that profile.



Main Menu

Select Scenario Mode to play a single-player game or Multiplayer Mode to battle with two or more players. Select Option Mode to change various game settings.

Scenario Mode

Collect skills to strengthen your arsenal as you proceed through the story.

See p. 28, "Customizing Your Arsenal," for more information.

Multiplayer Mode

Fight battles using Xbox Live™, System Link play, or split-screen mode.

See p. 18, "Multiplayer Mode," for more information.

Option Mode

Change various game settings. To restore an option to its default, press the B button while the option is selected.

Controller

Change the left, right, up, and down directions that the view moves with the right thumbstick. Turn controller vibration on or off.

Detail Settings

Change settings for displays and controls for battles.

■ **Enemy Information:** Change settings for enemy data shown in the upper-left of the screen. Select COMPACT to minimize the data display for all enemies except for those presently locked onto.

■ **Lock On:** Change lock-on settings. Selecting TOGGLE will switch between lock-on and lock-off modes each time the right trigger is pulled. Selecting HOLD will activate lock-on only when the right trigger is pulled and held. Selecting AUTO will activate lock-on only when appropriate to the player's actions.

■ **Order to Switch Target:** Select the order of target switching with the left trigger. Selecting ID will change the order of the enemy data displayed, and selecting Distance will change your target order from nearest to farthest.

■ **Lock Onto Partner:** Select whether the lock will target your partner.

■ **Camera Distance:** Use FAR and NEAR to change the distance between the protagonist and the camera (view).

■ **Camera Speed:** Use FAST and SLOW to select the speed with which the camera follows the protagonist.

Sound

Adjust the music and sound effects volume.

Screen

Adjust screen brightness.

Music Manager

Change the music played during the battles on each map to music stored on the Xbox hard disk.

Arsenal Output

Copy arsenal data to a memory unit. Copied arsenal data can only be used for split screen in Multiplayer Mode.

Game Overview

In Scenario Mode, the story unfolds as you travel back and forth between the underground and the surface (where battles take place).



Underground

Humans who fled the surface world retreated to live in the subworld—better known as the underground—where they are building their living quarters. Passages to the surface exist in some of these areas but, as a rule, only Espers such as the protagonist are allowed to use them. The underground is the place to prepare for battle by purchasing skills and editing your arsenals.



Visions Headquarters

This is the headquarters of the Visions, who are searching for the Ruins that are said to exist on the surface. The protagonist is assisting this organization in their search for the Ruins. As the story unfolds, it is likely that you will often visit Visions Headquarters.



Command Menu

Press the button in front of the terminal at Visions Headquarters to display the Command Menu. Use the Command Menu to check data from past battles and change option settings.

Simulator

The Simulator allows the protagonist to replay cleared missions. Repeating missions also yields rewards, so you can use the Simulator to save up funds for purchasing skills.

Play Data

Play Data shows Total Play Time, Number of Missions Cleared, Highest Mission Score, Number of Enemies Defeated, Number of Skills Attained, and Number of Arsenals Attained.

Mission Results

Check your stats for cleared missions.

Memory Box

Memory boxes are obtained by clearing missions. They contain several useful types of data.

Options

Select Option to change various game settings.

See ▶ p. 11, "Starting the Game," for more information.

End Game

Select End Game to save and end your game. The game is also automatically saved after battles and events.





Battle Terminal

The Battle Terminal is the passageway to the surface world. Talk to Tetsuya, who operates the gate, to select from the available missions. Some missions also start when the protagonist talks to certain people outside the Battle Terminal.






Begin Mission

Normally you will begin a mission by talking to Tetsuya at the Battle Terminal. Some missions will begin after talking to other residents of the underground.

Select Mission Window

After the conversation introducing the mission ends, the game proceeds to the Select Mission window. Carry out your battle preparations here.

Steps Leading Up to Battle

- | | | |
|--|--|---|
| <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px;">Select Area</div> <div style="text-align: center;">▼</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px;">Select Mission</div> <div style="text-align: center;">▼</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px;">Review Mission</div> <div style="text-align: center;">▼</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px;">Select Arsenal</div> <div style="text-align: center;">▼</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px;">Select Partner</div> | <p>Select one of the displayed areas where missions take place.</p> <p>Select one of the missions available in the selected area.</p> <p>Check the mission content, mission clear conditions, and mission clear data. Press left and right on the D-pad to switch categories. Sometimes you will also be given useful battle hints.</p> <p>This is displayed on missions where an arsenal can be selected. Select the arsenal you wish to use on the mission from among your arsenals. You cannot edit your arsenals on the Select Mission screen. Use the Lab to edit your arsenals. Also note that you cannot select arsenals on certain missions.</p> <p>This is displayed on missions where a partner can be selected. Press the button to select a partner. After your partner is selected, the battle will start.</p> | 

 |
|--|--|---|

Bar



The local hangout for Espers, here you can get more information about missions.

Clinic



This is where the protagonist and Edgar awaken and where the nurse Mikan stays.

Shop (Buy and Sell Skills and Arsenals)

Here you can purchase skills and arsenal cases that are crucial to a successful battle on the surface. Skills can be purchased individually or as Junk (groups of five skills) that are opened on the spot.

See ► p. 36, "Skills," for more information.



Lab (Edit Arsenals)

Ubiquitous manages the laboratory where he researches skills and Espers come to edit their arsenals. Use the terminal that is located here to edit your arsenal. For better battle results, edit your arsenal to match your battle style.

See ► p. 29, "Customizing Your Arsenal," for more information.



Initially you will not be able to go to the Shop or Lab to purchase skills or edit your arsenal. Learn the basics of battle first, and then see page 30 for more information on how to purchase skills and arsenals.

Pause Menu

During the game, press the START button to display the Pause Menu. Here you can select Give Up and end the battle or other options.

See ► p. 11, "Option Mode," for more information.

Surface

As an Esper, the protagonist will carry out various missions on the surface.

Battle Screen



Health

You lose Health when you succumb to attacks or fall. When your Health reaches 0, the mission is over.

Parameter Effects

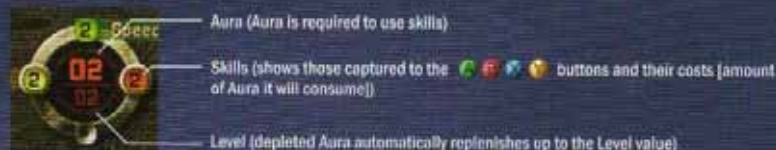
Parameter effect icons indicate changes to your or your opponent's parameters caused by the use of skills.

- | | |
|---|--|
| Aura recovery speed boost | Control disabled |
| Aura recovery speed reduction | Attack boost |
| Special effect such as doppelganger, invisibility, flight, etc. | Attack reduction |
| Homing performance boost | Receive 1 damage each time skills are used |
| Homing performance reduction | Unable to capture or use skills |
| Control randomization | Movement speed boost |
| Control reversal | Movement speed reduction |

Enemy and Partner Information



Skill Display



Capsules That Can Currently Be Captured

This shows the types of capsules located on the field and the remaining number of skills that can appear on the field. When the number reaches 0, you will suffer damage once in a certain period of time.

Lock-On Display

This appears when you lock onto an enemy. The color and shape changes depending on the distance of the target. Skills have varying ranges of effectiveness, so pay attention to distance. Green indicates a distant target, yellow a medium-range target, and red a close-range target.

Time Limit

The time you can stay above ground is limited. You must finish the mission before the timer reaches 0.



Using and Capturing Skills

The capsules scattered about on the field contain skills. Players capture these capsules to learn what the skills are within them and then use them in battle.

Steps to Using a Skill

1. Get close to a capsule.



* The color of the window border indicates the capsule's skill type.

2. Capture the skill.

Press the or button to assign the skill to that button. Be careful! If a skill is captured to a button that already contains a skill, that previous skill will be overwritten.



3. Use the skill.

Press the button that was used to capture a skill to use that skill. Use of each skill consumes a certain amount of Aura. You can only use a skill when you have sufficient Aura to cover its cost.



Saving Your Partner

To revive a partner whose Health has dropped to 0, capture him or her and then press the button used to capture the partner. Be warned, however, that performing this action will reduce your partner's maximum Health by half.

Battle Completion

When you clear a mission, you will receive a reward. Sometimes you will also receive a memory box, which contains information about the world around you. When the battle ends, you will return to the underworld.



Multplayer Overview

In Multiplayer Mode, you can use skills and arsenals from your Scenario Mode games to battle opponents in multiplayer games. You can also battle using preset arsenals. On the Main Menu (see page 11), select Multiplayer Mode, and then press the button to select the type of multiplayer method you want: Xbox Live™, system link, or split screen.

Xbox Live™

Take Phantom Dust Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Phantom Dust Content

If you are an Xbox Live subscriber, you can download the very latest content (such as <new levels, missions, weapons, vehicles, and more>) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect. Using the Xbox Live service, up to four players can battle online. To play online, your Xbox console must have a broadband connection, and you will need to sign in to the Xbox Live service.

- Select Gamertag
- Enter pass code

Sign-in

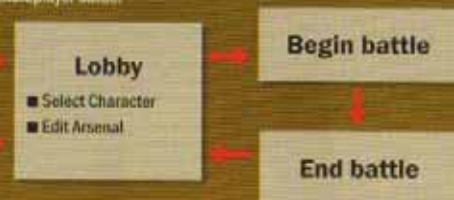
- Game Search
- Quick Match
- OptiMatch™

- Create Game

- Trade
- Lab (Edit Arsenal)
- Scoreboard
- Download Content

Steps to Battling on Xbox Live

1. Enter your Gamertag and pass code you have registered with Xbox Live to sign in to the Xbox Live service.
2. Follow the flowchart shown here to create and play your multiplayer battle.



Xbox Live Menu



Sign in to Xbox Live to display the Xbox Live menu. Here you can search for a game session, create a new game, or edit your arsenal.

Quick Match

Search for games that use Quick game rules.



Optional Search

Allows the player to select the type of game, game rules, stage, rating, or language, and then searches for games based on those selections.



Select a game session to play from among the search results list, and then proceed to the Lobby screen.



Create a Game

As the host, create a game session and wait for other players to join.

Select Session

Select the game type and game rules.

Select Stage

Pick the stage to battle on.

Select Character or Color

Pick the color and character to use in the game.

Select Arsenal

If an arsenal is necessary during battle, you'll be allowed to select it at this time. After selecting the arsenal you will return to the lobby.



Trade

Players can trade their skills. Also, during One-on-One battles, you can trade skills as well as include tips in your transaction. The trade is finalized when the seller who initiated the trade accepts the trade.



Search for a Skill

Search for the skill you want. Unqualified Search will search for all available skills. Search with Conditions will search for the skill and any other conditions that you have selected from among the skills that are out for trade.



Sell a Skill

Initiate a trade by deciding the conditions in which to sell the skill and to whom.



Shop

This is where you buy or sell skills and arsenals.

Lab (Edit Arsenal)

Here you can edit your arsenal and place skills that you gathered during single-player mode into your arsenal. It's important to keep in mind your opponent's battle habits as well as your partner's and then create an arsenal accordingly.

MULTIPLAYER MODE

Scoreboard

The results of battles conducted on Xbox Live are displayed here. Also, the arsenal of the players that have a rating listed in the top 10 can be downloaded, as a gameclip, and used by the AI for practice.

* The rating of the players in the top 10 will be automatically updated after each battle; however, if the last game rule used was Quick, which doesn't require an arsenal, even if the player is listed in the top 10 a gameclip may not be available.



Xbox Live Option

Change how you want to display your Players List or Friends List and other Xbox Live options.

Players List

This lists all the players you have encountered. Select a player, and then press the **A** button to display the menu to send or accept a friend request, change your voice setting, or send feedback on the player.

Friends List

This lists your friends. Select a friend, and then press the **A** button to display the menu to accept a friend request, remove a friend from your list, or accept or invite a friend to a game session.

Option

Change your presence to on or offline or the setting of your opponent's voice.

Content Download

Download the latest skills or content.

Sign Out

Sign out from Xbox Live.

Lobby Screen



This displays a list of all players participating in the game session. Press the **A** button to display your Xbox Live options or to invite a friend to join a game. Press the **B** button to change your arsenal or the character you will use during battle. Once there are enough people, press the **A** button to start the battle.

Game Type

Battle Royale	Each player is pitted against every other player. The last player standing wins.
Tag Team	Players are divided into two opposing teams. Defeat the players on the opposing team to win.
One-on-One	A head-to-head battle. Defeat your opponent first to win.

Game Rules

Standard Battle *	Standard battle rules apply. All players begin with 20 Health, and starting Levels begin at 0. The surviving player (or team) wins.
Ante *	Standard battle rules apply, except that each player antes up one skill. The ante skills are randomly selected from the arsenals being used.
Quick *	Play at your convenience without preparing an arsenal. The arsenal that each player uses in battle is randomly selected from several arsenals customized for Quick battles.
Puny	Low-cost skills easier to use. Each player begins with 10 Health, and Levels max out at 5.
Heavy	High-cost skills easier to use. Each player begins with 40 Health, and starting Levels begin at 5.
Special Environment	At preset intervals, an indestructible Environmental Crystal appears.
Single School	Players choose one of the schools (Psycho, Optical, Nature, Ki, or Faith) and battle with arsenals made up entirely of skills from that school.
Highlander	Players battle with arsenals that contain only one of each skill.
Puny Only	Players can only use arsenals composed of skills that cost 3 or less. This rule enables battles with only low-cost skills.
Heavy Only	Players can only use arsenals composed of skills that cost 3 or more. This rule enables battles with only high-cost skills.
KO Number Battle	Players compete to defeat the most enemies within the time limit. All players have 5 lives and, when a player is defeated, that player is revived after a certain amount of time.

* This rule signifies an official match, and the results of a battle using this rule will be tallied on the scoreboard.



System Link

Using either an Xbox system link cable or an Ethernet hub and cables, it's possible to connect up to 4 separate Xbox consoles and battle. When the system link menu is displayed, select Game Search to find a game session or Create Game to set up a game session. Note that the Ante game rule cannot be selected.

Split Screen

Battle one-on-one using split-screen mode.



Player 2 Entry

To enter the game, Player 2 must press the START button on the controller that will be used during battle. Next, select the saved data that will be used during battle either from the hard drive or from the memory unit. The data can be located on the same hard disk being used by Player 1.

Leading to Battle

- Start Game** Select Start Game to proceed or Lab to edit the arsenal.
- Set Rule** Select the rule to be used for battle.
- Stage List** Select the stage to battle.
- Character and Color** Choose the character and the color to be used in battle.
- Select Arsenal** Choose the arsenal that will be used in battle. After both players have completed their selections, they will go back to the lobby. Press the **A** button to start the battle.



How to View the Screen

The character on the left screen is Player 1, and the one on the right is Player 2.



Health

You lose Health when you are attacked or if you fall. When your Health reaches 0, the mission is over.

Capsules That Can Currently Be Captured

This shows the types of capsules located on the field.

Main Screen

Displays where the character is. The lock on is displayed the same way it is in Scenario Mode.

Skill

Displays the skills that are currently equipped, Level, and Aura.

Time Limit

If the battle doesn't conclude before the time limit it will be a DRAW.

Skills

Players fight battles using skills from a total selection of more than 300. Each skill belongs to one of six types and to one of five schools, with each type and school serving a unique purpose.

Skill Types

During battle, skills appear in the field in the form of capsules. Capsule color varies depending on what the skill is used for.



Attack

Attack skills inflict damage on opponents. The effective range for each Attack skill varies, so it is important to select skills that match your fighting technique.



Defense

Defense skills defend from enemy attacks. The types of Defense skills available vary in nature. Whereas some merely defend from attack, others reflect attacks back at the enemy.



Erase

Erase skills erase or lower the Level or the skill parameters of their target.



Status

Status skills change various parameters of the target, including their speed and attack and defense abilities.



Environmental

Environmental skills affect the conditions on the battlefield.



Special

Special skills have effects that do not fit within the definitions of the other five skill types. Strategic use of Special skills can dramatically turn the tide of battle.

Skill Schools

The five skill schools are Psycho, Optical, Nature, Ki, and Faith. The number of schools that can be added to an arsenal is limited. It is therefore advantageous to narrow down the skills that you collect to a few schools early in the game.



Psycho



Optical



Nature



Ki



Faith

Arsenals

Arsenals are portable collections of skills you have captured. They are comprised of up to 30 skills and allow you to arrange ahead of time the skills you wish to use on the surface during battle. You cannot, however, control the order in which skills appear. You can hold a maximum of 16 arsenals, allowing you to switch arsenals depending on your present strategy.



Aura Particles



These mysterious particles that blanket the world possess the power to turn thoughts into reality. Capsules of Aura Particles can be used in arsenals in the same way as skills. During battle they appear in capsule form. Capture and use them to boost your Level. Using skills requires aura, and the maximum value of your aura is the same as your Level. This means that you can only use skills that have a usage cost that is equal to or less than your present Level. Because you begin battles at Level 0, you need to put Aura Particles as well as skills in your arsenal.

Using High-Cost Skills

Using high-cost skills requires plenty of Aura Particles. Skills appear at random, so it is necessary to keep a decent amount of Aura Particles in your arsenal.



Capture Aura Particles



Use Aura Particles



Raise Level

Customizing Your Arsenal

Lab Menu

In Scenario Mode, press the button at the terminal in the Lab to open the Lab Menu. In Multiplayer Mode, select the Lab before beginning the battle. On this menu, you can edit arsenals and check your skill stock. You can also view the tutorial movies.

Edit Arsenal

Select Arsenal

Select an arsenal you want to edit, press the button to view the battle statistics of the selected arsenal, and then press the button to rename and/or disassemble the arsenal.

New Arsenal

When you begin editing an arsenal, a list that can hold up to 30 skills is displayed. A fresh arsenal is filled entirely with Aura Particles (see page 27).

Add / Change Skill

Select the arsenal that you want to change or add a skill to, and then press the button with the arsenal selected to open the Stock list.

Select the skill you want to add, and then press the button. Skill types are selected by moving the left thumbstick or directional pad left and right. Marked skills indicate skills that have never been added to the arsenal before.

Remember to build your arsenal with a balanced mix and number of skills. Also, you may use this shortcut when editing an arsenal:

- Press the button to restore to Aura Particles.



While editing an arsenal, press the button on the Stock panel to display editing options. Select Sort to change the order of the skills in the Stock list, select Mask School to display or block out skills of certain schools, and select Mask Illegal Skill to block out skills that do not conform to a certain rule type when creating special arsenals for multiplayer battles.

Finalizing an Arsenal

When you have finished editing your arsenal, click OK to save your changes. You can also select Sort to arrange skills by type on the skill list.



Stock List

Use the Stock List to view the skills you have in your possession. You can also view skill activation animation sequences and read info on skill functions.



All Skills

Shows all skills in your possession color-coded by type. Each row is displayed on one screen. Move the left thumbstick or directional pad left and right to move through the screens.

Skill List

Shows the selected screen, which indicates skill number, skill name, skill school, and quantity available.

Skill Animations

Shows the animation of the skill when it is used.

Skill Information

Shows skill cost, strength, usages, targeting range, and description.

Select a skill, and then press the button to open the menu. Use this menu to discard unneeded skills and assign the skill a preference ranking from 1 to 5. Skills can be sorted by pressing the button. Detailed sorting with filters is also possible, such as by school, cost, strength, and preference ranking.

Shop (Purchase Skills/Arsenals)

After making some progress in Scenario Mode, you will gain access to the Shop. Here you can strengthen your arsenals by purchasing skills.



The Shop

Talk to Mac the shopkeeper to buy and sell skills and arsenals.

Buy Skills

You can purchase individual skills. Move the left thumbstick or directional pad left and right to change skill types and up and down to change skill selections. As your game progresses, you will discover new and additional skills stocked at the Shop.



Buy Junk

Junk is a package of five skills. At the time of purchase, you will not know what skills are contained in the Junk, but purchasing Junk can be an affordable way of collecting multiple skills rather than purchasing them individually. In the early part of your game, you should expand your skill stock by purchasing mostly Junk.




Buy Arsenal Case

You can also purchase empty arsenal cases at the Shop. Arsenal case types are referred to as "two-school," "three-school," and so forth. The number of schools that can be included in an arsenal is limited.



Sell Skill

You can sell unwanted skills at the Shop. Select the skill you want to sell, and then press the  button. Move the left thumbstick or directional pad left and right to change the quantity you want to sell.



Sell Arsenal Case

You can also sell unwanted arsenal cases at the Shop. When a case is sold, any skills remaining in the arsenal will be automatically removed and restored to your skill stock.



Confirm

Confirm will save your transactions made at the Shop.



Schools



Psycho

Uses force to move objects as its base power. The majority of Psycho skills have effective close to mid range attacks. Their power of attack is high and is optimal for aggressive battles.



Optical

Uses light as its base power. It has many mid to long range Attack skills with fast shells. Optical Defense skills have low levels of protection, but are very easy to use and inexpensive.



Nature

Uses the natural surrounding environment as its base power. With close to long range attacks and abundant Defensive skills, there is no downside to this school. Also, be wary of the Cost of using Nature School skills as they are usually expensive.



Ki

Uses your psychological stamina as its base power. It's filled with skills best suited for close-range battle and skills that knock down opponents.



Faith

Uses your will as its base power. The many powerful skills in this school have a high Cost or take away Health when used. Shells speed is slow, but homing on these is quite accurate.

Skills

Shell Type

The most basic type of attack traveling in a straight line from point A to point B. Although it is easy to hit a target with a Shell-type skill due to its straight trajectory, it is also easy to avoid for the same reason.

Arc Type

These attacks travel in an arc and are useful when an object stands between you and your enemy. The Arc Type skills take a lot of practice to master as you must know the skill's trajectory before using it so that its arc won't be impeded by an object overhead.

Parabola Type

The trajectory of these skills follows a parabola, and their attacks are especially effective when a wall or height differential exists between the attacker and the target.

Fall Type

Fall Type skills, as the name suggests, fall from overhead to pummel your enemy. These skills are most useful when the target is at a higher elevation and is not within sight.

Crawl Type

This type of skill will 'crawl' on the ground towards the target and is almost invisible to the naked eye. This skill will not work if the target is airborne or if something is in its crawl path.

Move Type

The Move Type skills act the same way as Crawl Type skills in that they are ineffective if the target is airborne or an object is in their path. They are not the most powerful of skills but will result in the tactically useful effect of blowing your target into the air and slamming them down to the ground.

Hole Type

Hole-type skills, such as Tremor, show the area they will affect and then appear suddenly at the target's feet, either causing damage or affecting the target in the described way.

Rain Type

These skills affect the target over a period of time in a fixed area, which will be shown for an instant. If there is an object above the target, this type of skill won't affect the target.

Barrier Type

The most basic type of Defensive skill. Barrier Type skills appear as a shield in front of you absorbing the attack but will leave all other areas of your body undefended.

Reflection Type

These skills operate in the same way as a Barrier defensive skill except that they will reflect the attack back at your aggressor.

Shelter Type

This defensive skill protects a full 360 degree and is by far the most effective defensive skill. The Shelter Type skills have a high Cost so they must be used sparingly.

Absorb Type

The Absorb Type skill erects a barrier in front of you but instead of simply blocking the aggressor's skill, the Absorb Type skill will convert the damage you take into healing you or adding to your Aura. Sometimes, the Absorb Type skill will destroy the absorbed skill on the aggressor. They are not effective against close proximity attacks.

Brush Type

These defensive skills excel against close proximity attacks. They act like the Barrier Type in their coverage area and will paralyze the enemy if used effectively.

A PSYCHIC
ADVENTURE
FROM THE
MIND OF
TIM SCHAFER



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